

INSTRUCTION BOOKLET







wetrix

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ZEO TWO Development Team :
PyroGranies Production Transaction 24

The Nintendo 64 Controller

The Nintendo G1 Controller contains a Control Suck which uses an aralog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional - Control Pad.

When lurning the Control Deck power ON, do not move the Control Stick from it's neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the power is turned ON, this position will be set as readred. This will cause garner using the Control Stick to operate incorrectly.



To reset the neutral position once the pame has started, let go of the Control Stick so it can return to its center position are shown in the picture on the left) then press start and in holding the t. and it fulfions.

The Control Stick is a precision instrument, make save not to split liquids on it or place any foreign objects into it. Holeling the Materials 64 Controller



Holding the Nintendo 64 Controller





By holding the controller like this, you can operate the Controller Stuck Invest with your light thursts. Using your right thumb, you can easily access A, B or C Buttons. Use your left index linger to operate the Z Button on the back of the controller and your right index larger to operate the R Button on the top.

Connecting the Nintendo 64 Controller

To play any of the one player came modes, gust can connect a controller to any of the controller sockets located on the front cases of the Controller socket. For two player games, connect a second controller to any other socket. Note, you must have two controllers to play the 2 Player VS. Mode Player 1 will use the controller connected to the lowest rainber socket. To charge the connected during a game, sweet the power to off, make all controller connection changes, then return the power to on to resume play.



Confrollers

One controller must be plugged rate controller part 1 ander to play Wetsix.

For a lup v 2up two player game, controllers must be plugged into controller port 1 and controller port 2.

Controller Paks

A Controller Pak may be used to store Hi Secre tubles and Language and audic and controller configurations. The Controller Pak must be plugged into the controller in controller port t in order to save data. Data will be saved automatically.

Managing Controller Paks

To wear a delete files on the Controller Pak, hold down the Start Setter of the Wetre Legal Screen. Once Controller Pak minagement is over, select Edi to return to the Wetrix pane.

Hi-Score files

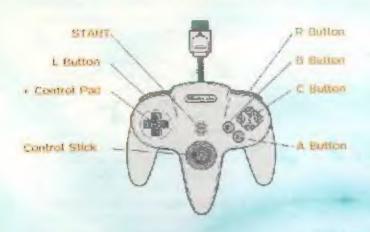


The top score in every HI Score table has an Authoritication Code which can be viewed from the options many These codes can be used to prove HI Scores are real whose extering competitions or submitted accores to the Worldwide Webrie Harbridgs.

If the Common Pas has no Wetsk M-Score file on it then a new Hi-Score file will be saved when the game starts, provided same is space on the Controller Pask.

Otherwise the existing Hi-Store file will be loaded in memory. Victor spisites the Hi-Score file automatically.

The Nintenda 64 Controller Call-outs





Merging Hi-Scores files

To merge two different Hi-Score files, retaining only the highest scores from each lifescore table, carry out eitner of the following procedures:

- 1. Start Welrit with the first Controller Pak in controller one. Once the game has started, remove this Controller Pak and replace it with the second Controller Pak. Select save scores from the options mean and the hi-scores in memory will be merged with those on the Controller Pak, and saved to the Controller Pak. To save this onto the first Controller Pak into controller Pak and baset the first Controller Pak into controller one, and select save scores from the options menu again.
- Z. Start Weitra with the first Controller Pak in controller one. Once the game has started, remove the first Controller Pak and essent the second Controller Pak into controller one. The cont time a M-score is carried it will be added to the N-score table, and the table will then be meruest with the one on the Controller Pak.

GAME CONTROLS

The control system in Walnix is very simple: the player takes control of sach Place, individually, as it falls towards the Landscape.

Controls after the position of the Piece as a little of the interest of the In

Altigor Bulton number the currently available Affact of opposits players in the Maltiplayer game, and launches seven Bombs during the sele-game. There are four pre-set controller configurations in Weirbs, the default is Controller A, but this can be changed on the Options menu. Each of the four controller configurations shares the following button system:

The CONTROL PAD of the CONTROL STICK moves each falling piece around the landscape.

The YELLOW CAMERA BUTTONS rotate the comera view during a paine to allow a better view of the landscape.

The RIGHT SHOULDER PAD BUTTON cycles between three different soom modes close up, normal and long view.

file STAIRT BUTTON passes the game, where there is an option to quit the current game, restest or continue.

The landscape can be viewed and related estills or passe more.

The following buttons are different for each controller configurations

Controller A

This A SULTTON is the Deep Button, this makes the current piece fall at full speed in all going modes except stone Practice modes, where this button must be pressed to make the piece fall at all.

The R BUTTON is the Rotate Button, this rotatos die as it is falling.

The Z TRIGGER BUTTON & LEFT SHOULDER PAD BUTTON bunch an altack in Multiplayer games, and sets off a Smart Bomb (if available) in solo games

Controller B

The A BUTTON is the Rotate Button, this rotates the piece as it is falling.

The B BUTTON is the brop Button, this makes the current plece fall at full speed in all game modes except some Practice modes, where this tuition must be pressed to make the piece fall at all.

The 2 TRIGGER BUTTON & LEFT SHOULDER PAD BUTTON launch an attack in Multiplayer games, and sets off a Smort Bomb (If available) in solo games.

Controller C

The A SUTTON is the Orop Sutton, this makes the current place tall at full speed in all game modes except some Practice scales where this furtion must be present to make the place for all

The B PLITTON tourches an attack in Multiplayer games, and sets off a Smart flomb of available) in solo games.

The 2 TRIGGER BUTTON & LEFT SHOULDER PAD BUTTON OF the Rotate Buttons, those rotates the piece as it is need.

Controller D

The A RUTTON is the Buttale Bullon, this rotates the piece as it is fully.

The B EUTTON bunches on affack in Multiplayer games, and appear of a Smart Bomb of annitable) in solo games.

are the bright sufficer & LEFT SHOULDER PAD BUTTON are the bright sufficer, these makes the current piece fall at full speed in all paner modes receipt some Practice modes, where these buttons must be premied to make the piece full at all



GAMEPLAY

Wetrix is a water based puzzle game played upon a floatim Landscape. The player controls randomly shaped olders as they drop onto the Landscape and must create walls and dams in order to trap the rain and water papers. Water will drip and flow realistically once it hits the bridscape. If any water tails over the edge it will be collected in the Drain tributed its the right of the landscape. Once the Drain life up the periods over it's as simple as that, but there are different pieces as cope with different events which happen during a game, different strategies for different game types, and many tricks and secrets to master.



How to Play

The player has control of each Places may be rotated, if necessary, and, if a Place is in place before it hits the local. The drop buffor will make it fall faster, thus increasing the points.

scored and giving more time to trap flowing maker

The liest tow pieces to full in every name will be real Uppers which raise the area of land they full on. As the Landscape starts flat indept in some Handscap Modes) any Water which lands will flow off the school and into the Orain, so the player's first truck should be to use the Uppers to build some enclosed area, for the Masses & Sent when it arrives. The player should build cities two small enclosures or a sleepe wall around the parameter of the whole Landscape.

Soon different types of Piece body to fall, the Piece ententing at the bottom open of the some shows the type of Piece that a coming rext-but not its stupe. That will one on revealed once that Piece appears.



Once the Water Bubblas begin to tall the player should manogeness them so that they land within whatever enclosures they have built, this way - when the Water splashes out of each Bubble - it will be safely contained Within the enclosure. All the Water in any Lake will attempt to flow to the towest point, an if there are any gaps in the Walla the Water will minage to flow out of the enclosure and over the edge. As well as the drips at the front of the Landscape, any water test in this way will on shown by this landscape, any water test in this way will on shown by

The player should eventually plan to build a wall around the entire Landscape in time for the Rain. Rain starts to fall soon life each game and, valike the Water Subblan, can tand make the second and can be seen to be se

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the property of the property o

Uppers can be used to build new Lakes within existing these or equal to provide a second discount of the provide and the used the used the graduated value and the provide and

All scores earned in the game are multiplied by the number of Lakes in the world. The number of lakes is shown on the take indicator at the top right of the screen.

If the player policets enough Water in the world a Zainbow

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- examine the same of a property of a same of a same of the same of

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Game Menus

Once the legal screen, language selection screen and company credits have been played after starting the game. The main menu will appear. Pressing any button during the company credits or rolling damp will return to the main menu.

The main ment is in the form of a pool in the centre of the screen, with seven from bobbing beneath the surface. Each of those come gives access to a different domain within Webst.

Select an icon by moving the control stack or control pad.
Once selected an icon will bob up to the surface of the pool and float on the water, and the option name will appear below the pool.

Press the A button to a feel out the content of the delect options in the submenus, and a submenus & button to the that option. Press the submenus to return to the

see gach of the seven Icons

in the seven Icons

may appear separate



Game Types



Watboy - Classic

trus is who the game's shout. Welbuy wunts it all. Keep him in, keep him down and keep the game in play

Select Wethoy to play a game of Wetrix Classic or view the Wetrix Classic Hi-Score table.

Worth Chante moreuses in Level every fave minutes or su, and when this happens the Landscape colour changes, the speed of the jume increases, and new features may some into play. This will continue until the game reaches the maximum Level of 10, when the jame is at full speed and all tentures are in play.



BamBom - Pro

BornBorn brings the blast Throw him for and run like mad.

Select dambon to play a great of Webla Pro or view

Except Section from expect over the definition of the first or good of the first of



Hornin - Practice

man succeeding the same of the

Select gamin to play one or the Burth welfor a wood to nater Prophet Mode.

The Employ of the control of the Marin of the Marin of the Marin of the Marin of the Control of

tions attending out in bright rod, and higher areas of land coloured darker green. Plecon will not tall antil the player uses the Drop button.

Welth's Lessons am divided into eight which must be played in suggestice. Each lesson has a larger which is explained at the start. The screen can be split into two with the CPU playing or the right of the screen, showing how the lesson should be completed, and the player playing on the left. Once the larger has been reached the player will be told whether or not they passed the lesson.

As in Practice mode, pieces will not tall during the first lesson, but they will tall on their year during the later





The set Sequence The Control Pro-







QB - Handicap

Whenever GB's around the others sit back and chill. Definitely one to have around when when we out of trans.

Select OF to begin one of our unique Handlear games or view the Handleap Hil-Score table.

The following Handleap Modes are svallable:

- Raissed Lend A
- Refeed Land &
- . Ice Leyer A
- Joe Layer B
- Random Land
- Random Holes
- Half Full Orain



Darrick - Multiplay

Everyone's involute subset Jucky. Alatch as Demick and family swim the manner of the latest and the second of the latest and the second of the latest and th

gapper (service to begat a factors two planes on a Three coptions will entry an as that it is one there can compared to be proposed and

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THE PROPERTY OF THE PARTY OF TH



In this mode each of the two game screens has an anergy Bar at the bottom portion of the screen with tour icons representing Water, ice, Chrakes and Rombs. Unlike in the normal game evaporated water does not reduce the amount of water in the player's Dreit, material it incremes the amount of energy in the player's Foergy Bar which is saved up to light different toons on the energy Bar. At any point in the game the player can use up their Energy to fire an attack based on the currently it icon. The power of an Atlack is indicated by the size of the icon.

There is also a special technique for stealing bridgy from the opposing player's Energy Bar...

Section is now will not play to the Multiplayer made to profess that's formula to the college of the section.



Spiller - Cofford

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Mary Control

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SEX Volume

Select this option to change the volume of the in-game sound effects from withor High, Normal, Low or Off

Controller Configuration

Selecting this option reveals an NB4 controller icon with a lotter in the bottom right corner. This letter represents which of the feter controller configurations available has been selected: A, B, C or D. Select this option to change configuration.

FIRM

The flag Icon is used to change the standard binguage.

Score Codes

Select this option to display all oil Scores to the game with Althonication Endow must to those. These codes can be used to prove the scores are real when entering compatitions or submitting scores to the Worldwide Wetrix Sankless.

GAME FEATURES

Although the trick appears. In the action, surger than the literature, there are distanced by attention from the control of th

file contact, features will like the control for eather mer player's control and the file of that analyse of eather points date in the game. Here, the stockers in the important decimally leadings with the about the these dates reses, but are from a control game.

Uppers



Uppers are red, up-pointing arrows which raise the level of land wherever they fall Each arrow in the Piece raises the Longscape's height by one unit at the point where it lands. Uppers will also repair any

holes erected by Sombs of Downers that they land on. The Upper only needs to land on one part of a hole to replace that hole completely, tand repaired by Uppers will not be raised by that Upper.

Downers.



Downers are great down-pointing arrows, which lower the level of the land where they folf. All arraige to the Owice, will become the . Account of the Charles that the wings

ourse on the committee of the committee of the expland group profession for the first transfer of the country of the second state of the se many to the control of the control dangle. the stay of place is the Ariet many hopped area, are counting any a counts Local Cities Conserve

Water Subbles



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CONTRACTOR OF THE PARTY OF mod smooth for the a whiteless in

to the High Annual

Fireballs



Fireballs fall as inclividual objects and will evaporate any water they touch, and any water they touch, and any water directly connected to that water, and will keep evaporating until they bit the Landscupe.

Any water evaporated at this way come points,

und is reduced from the amount of water in the Down. It Firebolls tilt dry finne they will explode, blowing away a section of the Landscape without creating a hole. It Firebolls land on a frozen take they will melt all the loa in that lake, terning it back to water, but no water will be overcoreted.

Bombs

So to

floreby full as individual objects and will alow took in the Landscape where they long took point of impact, the transfer to any in the point of impact, the transfer to any in the land water can flow

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Committee to a second second

Mystery (Double & Multiple) Pieces



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For explosion



EVENTS

At certain points during a game of Netriti, Events happen where leatures will come into play which affect the difficulty of the game, the scoring system, or just simply get in the player's way. Events may not be under the player's direct control, but can askally be influenced in some way.

Levels

The Lovel that the game is at defines: the speed at which the pieces fall, the rate at which water is reduced from the Drain, the colour of the Londscape, the features in play and the value of all scores. With the exception of the Pro-Mode and some Challenge Modes, all games start at Level 1. The clock next to the Lovel indicator above how close the excellent to the Lovel indicator above how close the excellent to the security. All scores in the game are multiplied by the Court Level, so on Level 2 accress are tall to much again as scores on Level 2 etc. Several other features and events only come into play and the game transfer a certain Level, so there are always surprises.

Rain Water

As well as the control was the end which fail ander the player's control was a fire posterior and the schematically. I may be a larger than the result to be water and can like out the control of the co



Ice Cubes



toe Cubes hegin to tall automatically after the game reaches Level 2, and will freeze any lake they land on for a short time. Once trozen, water cannot flow over the edge of the

Landscape or down a hole. Any water that lands directly onto the will freeze instantly, and will draw when the ice beneath it does. In the Multiplayer game ice Attacks can be taunched consisting of several ice Cubes which can track all the water in the Landscape.

Rainbow Multiplier



A Rainbow will appear over the Landscape when there is a sufficient volume of water in the world to generate one. "If I I is active, all scores surned will be multiplied by 10.
This affect is known as the Rainbow Multiplier. All the les in

the ware effect and lowerd a fainbow until it nells back into water.

Re-Bomb



A family of the first transfer of the traper to be a wall to be transfer by a place of a second for the family of the configuration of the family of the fam

and the control of the establishment of the place of the establishment o

further than beautiful.

Earthquakes



Earthquakes occur when there is such a weight of tend on the Landscape trust it becomes unstable. The Earthquake Notes (situated at the light hand side of the screen) indicates the current level of stability.

This increases whenever the

volume of land is increased, which tappens whenever an Upper piece is dropped. Earthquakes are difficult to survive and can be avoided by keeping the volume of land low by using Downers, Bombs or Firebuils on any land. The volume of water in the world does not contribute towards Earthquakes occurring.

Rubber Duckys



Further Ducky's appear it deep takes with one fucky will appear in each blen which is above a certain depth. There is no limit to the number of Ducky's that can oust, but there can only be one

Current State Links.

If the countries less requests below a cartain level, or if that the freezes as Ducky will disappear. Whilst a Ducky is active all scores sensed will be multiplied by the Rubber Ducky Earlipher. If there is only one Ducky in the world then the multiplier will be 2 if there are two Duckys then the multiplier will be 2 if there are two Duckys then the multiplier will be 2 if there are two Duckys then the self-tim 4 and so on.

.....

present critic the largest later in the world. Once they have they will final interviewally around the lake here short live, one wentually they will disappear if the water in their take is evaporated towards the will cause the mass to explode like a Boom strating a note to the Landscape. If the mater is the take containing the mines drains

away, without being evaporated, the mines will come to cast on dry land, then either disappear or float again if the take ratills with water. If the take containing a time is trozen, the mine will remain, frozen in the take, until the take unfreezes or the mine disappears.

Smart Bombs

Smart Rombs only appear in solo game modes, and are activated by pressing the Attack Sutton. When a Smart Bomb is activated all the water in the landscape is evaporated, the landscape is flattened, and all the water in the Oralir is removed. Smart thomas are surried when the player has a plus next to the Level indicator when Level Up occurs. The number of Smart flombs available is shown next to the Next Piece Indicator at the bottom right of the occurs. A maximum of nine Smart Bombs can be surried in one game.

CREDITS

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Special Thanks

All those people at Creations who played and commented on the same in its early stages.

Same, Sach Applicable for the rainbow.

INFOGRANTS Clearsuper Support group for help and advice.

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by telephone, for or email. For technical queries, please have your computer's specification temporal of RAM, processor type May to hand.





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